



PATCH 3.3 TIER 10 BONUS: MIND FLAY VS. MIND BLAST ANSWERS

| Print view | Previous topic Next topic |
|--|---|
| Author | Message |
| HoHo | Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast AnswersPosted: Wed Mar 31, 2010 3:30 am |
| Shadow Priest Joined: Fri Feb 22, 2008 3:48 am Posts: 6908 Location: Estonia OFFLINE | <div>Harb_ID wrote: People keep saying this."Let's drop imp. MB!" like there is another BETTER talent where we should put 5 points into. There isn't.</div> <p>I find having every single mana cost reduction talent+IF+imp. VE+physic horror+1/3 shadow affinity quite nice.</p> <p>lame homepage photography <i>In theory, there is no difference between theory and practice. But, in practice, there is.</i> - Jan L.A. van de Snepscheut <i>Teach a man to reason and he'll think for a lifetime</i> - Phil Plait</p> <p>I'm not very active on boards but if something needs urgent mod attention throw me a PM and I'm sure to show up relatively fast</p> |
| Top | PROFILEEMAIL |

| | |
|--|--|
| PiousFlea | Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast AnswersPosted: Thu Apr 08, 2010 2:49 pm |
| Shadow Priest Joined: Thu Dec 27, 2007 5:13 pm Posts: 371 OFFLINE | <p>Imp MB math:</p> <p>In the best case scenario, the difference between no MBs and 1 MB every ~7 seconds (~8 MB/min) is 92 DPS. Let's round this to 100 DPS. For a first order approximation, casting one MB/min is a net gain of 100/8 = 12.5 DPS.</p> <p>If you drop Imp MB but still cast MB, you will get roughly 1 MB every ~10 seconds. (~6 MB/min) This is 2 less MB/min, or a 25 DPS loss.</p> <p>-----</p> <p>If you run OOM and cast Dispersion once in a 5 minute fight, you lose 6 sec casting time out of 300sec. To a first order approximation this is a 2% DPS loss. If you are doing 10k dps, that's -200 DPS. That is 8 times as much DPS as dropping 5 points of Imp MB.</p> <p>Therefore, if taking mana efficiency talents will allow you to avoid Dispersing at least once every 8 fights, then you should drop Improved MB.</p> |
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| <div>Nivan</div> | <div>Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers</div> <div>Posted: Mon Apr 12, 2010 6:29 pm</div> |
| <div>Shadow Priest</div> <div>Joined: Wed May 20, 2009 6:02 pm</div> <div>Posts: 39</div> <div>OFFLINE</div> | <div>themuse wrote:</div> <div>There's some serious knowledge in this thread and i like it. Just to throw my two cents in:</div> <div>First off, all the calculus and finding of derivatives and min/maxing stuff is pretty irrelevant if you're not in a proper spot to execute all of your hard-earned knowledge. That's probably the one thing I feel that people should understand and especially in threads like this where a just-enlightened player might say "Hey, this is what I read so I'm going to test it out" and next thing you know, you've died to Malleable Goo or something equally embarrassing because they were trying to min/max instead of understanding that positioning provides the opportunities to max damage first. I'll leave it up to more knowledgable people like Griemak to enlighten you lot on the math, but I pretty much approach every raid from a movement perspective way before I begin to look at it from a damage perspective. If you find yourself moving too much or thinking about the mechanics of the fight, no amount of math is going to help you execute top damage.</div> <div>With that being said, my personal belief is that it takes a near-perfect atmosphere (latency, fps, etc) and almost perfect execution to really see the DPS gain of dropping Mind Blast, and that's assuming equal uptime on all of your DoTs. Watching a video of someone like Shin or Muqq will show you that they've pretty much come to the same conclusion of "cast MB when it's convenient and otherwise spam the living crap out of MF." Muqq chooses to cast it after every VT refresh and Shin will do it as he sees fit. Does that necessarily mean that they're wrong in their assumptions of when to use it and are they a bad SP because of it? Not at all - they decided these courses of action on their own, and I feel that if you're an SP trying to make a name for yourself then you ought to ask yourself that question. "Mathematically I can finally drop MB from the rotation, but when might be good times to still cast it?" It's when you sit down on fights and begin to figure this stuff out on your own or communicate with someone to come to the best possible solution that you begin to really understand how you might min/max your DAMAGE. No amount of math will save you there - experience and knowledge will always outweigh it.</div> <div>Summary: I like casting Mind Blast but Mind Flay is pretty sweet too so I push both buttons when I feel like it.</div> <div>This sums it up very well. DPET, haste and spell power calculations can only go so far, and they're only truly accurate under perfect conditions standing still, and while the knowledge of the math behind the theories is relevant and cogent, take it with a grain of salt and incorporate it in a functional manner.</div> <div>"LOL Flea said to (not/to) drop mind blast so that's what I do rite?"</div> <div>Xiphid</div> <div>Troll Shadow Priest - US Zuluhed, Horde</div> |
| <div>Top</div> | <div>PROFILE</div> <div>EMAIL</div> |
| <div>Trienish</div> | <div>Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers</div> <div>Posted: Mon Apr 12, 2010 7:58 pm</div> <div>HoHo wrote:</div> <div>Harb_ID wrote:</div> <div>People keep saying this."Let's drop imp. MB!" like there is another BETTER talent where we should put 5 points into.There isn't.</div> <div>I find having every single mana cost reduction talent+IF+imp. VE+physic horror+1/3 shadow affinity quite nice.</div> <div>I went with this after I pulled aggro on deathwhisper and got myself dead.</div> <div>Kalecgos - Trienish</div> |
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| <div>heliconius</div> | <div>Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers</div> <div>Posted: Tue Apr 13, 2010 7:54 am</div> |



Shadow Priest
Joined: Tue Jan 27, 2009
7:41 am
Posts: 151
Offline

saving MB, for casting right after VT (when DP is still active) indicates that a shadowpriest does not depend totally on exterior sources for mana returns but uses his/her own talents, which I had -not so coincidentally- concluded in my own logic and doing the exact thing for handling MB, after obtaining 4/5 T10.

Since recent situation gives us flexiblty on when to cast MB, aproaching MB only as a filler sounds like neglecting its secondary function other than doing damage.

Also jeopardizing DP uptime by fitting MB right before does not sound so genius after all.
You will lose the disadvantage of DP being instant cast by sticking it behind a spell which has casting time. In other words ; Just as DP needs to be refreshed if you start casting any spell with a casting time, you are risking a time loss in between the two DPs.

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Top

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LOCKED **LOCKED** Page 4 of 4 [50 posts] Go to page Previous 1, 2, 3, 4

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